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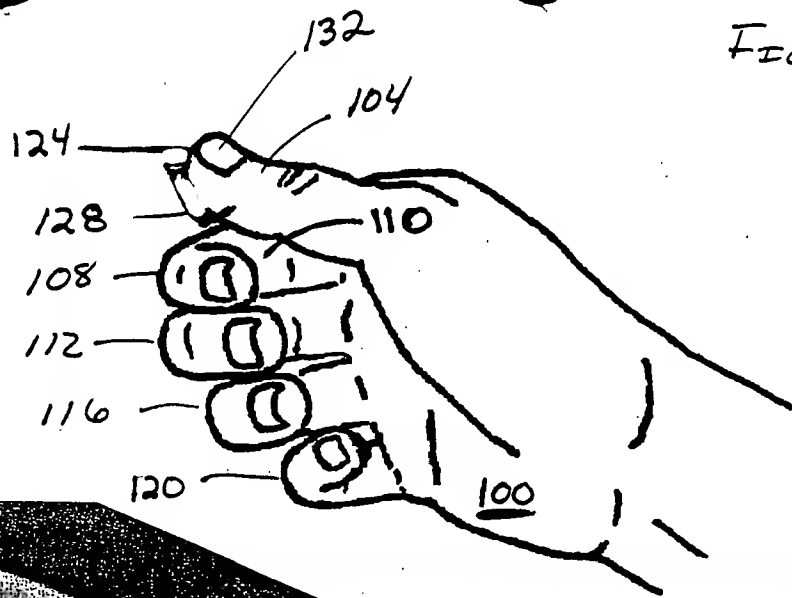


FIG. 1

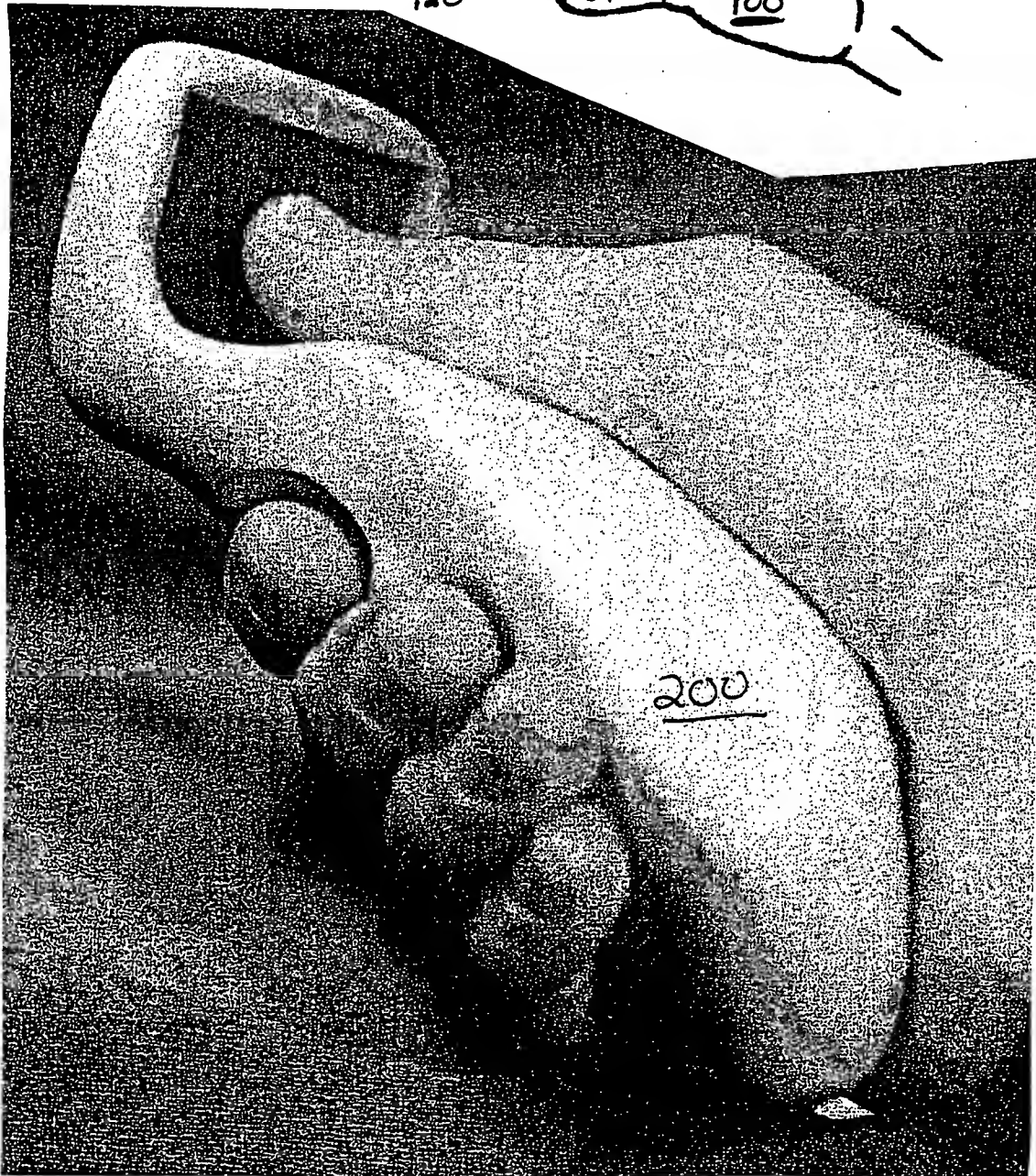
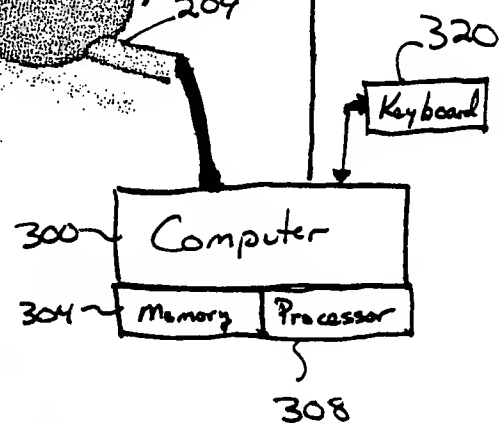
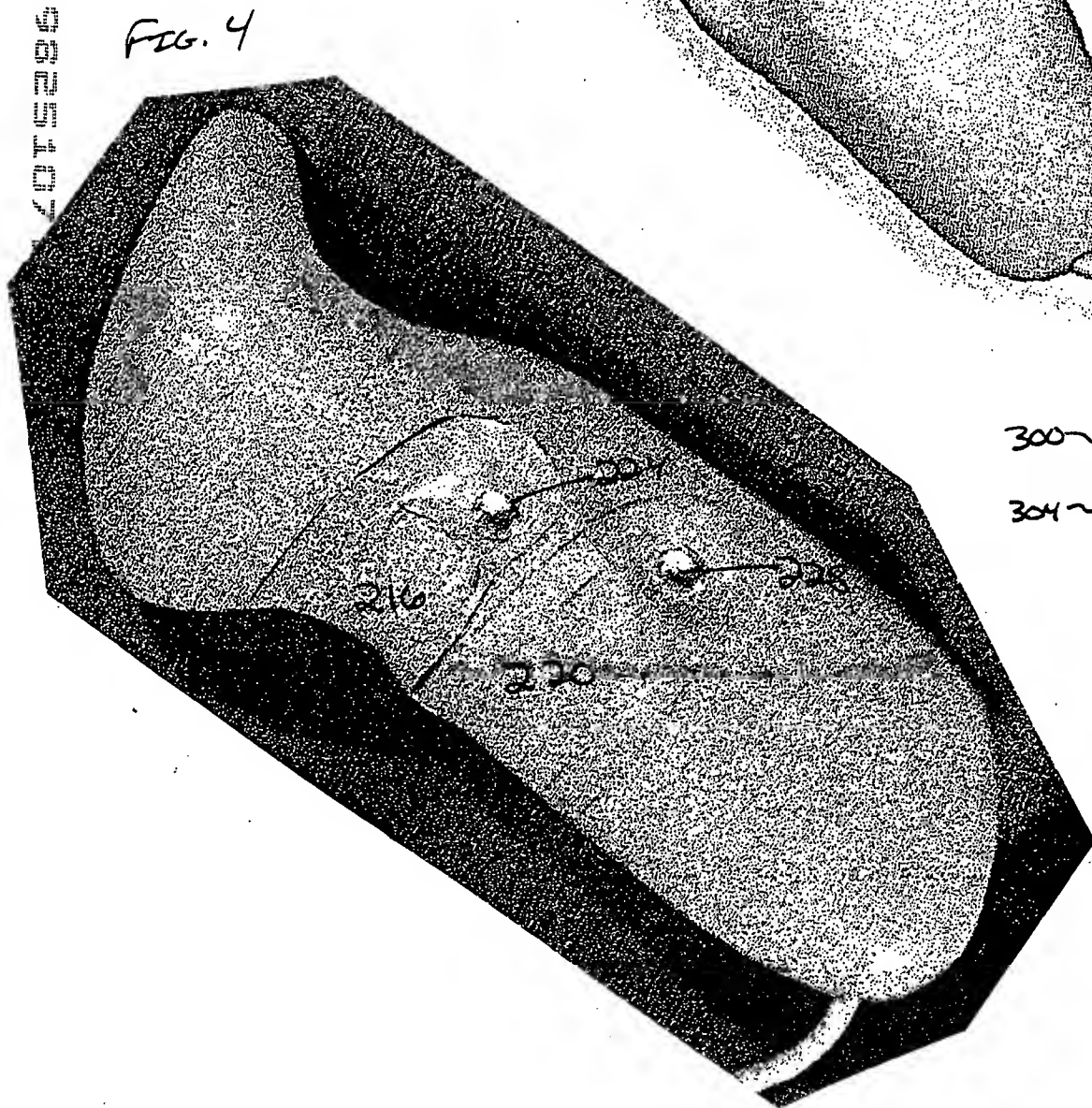
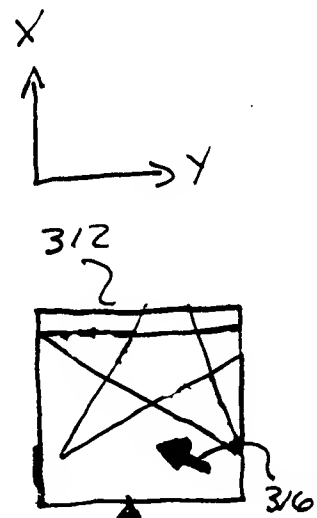
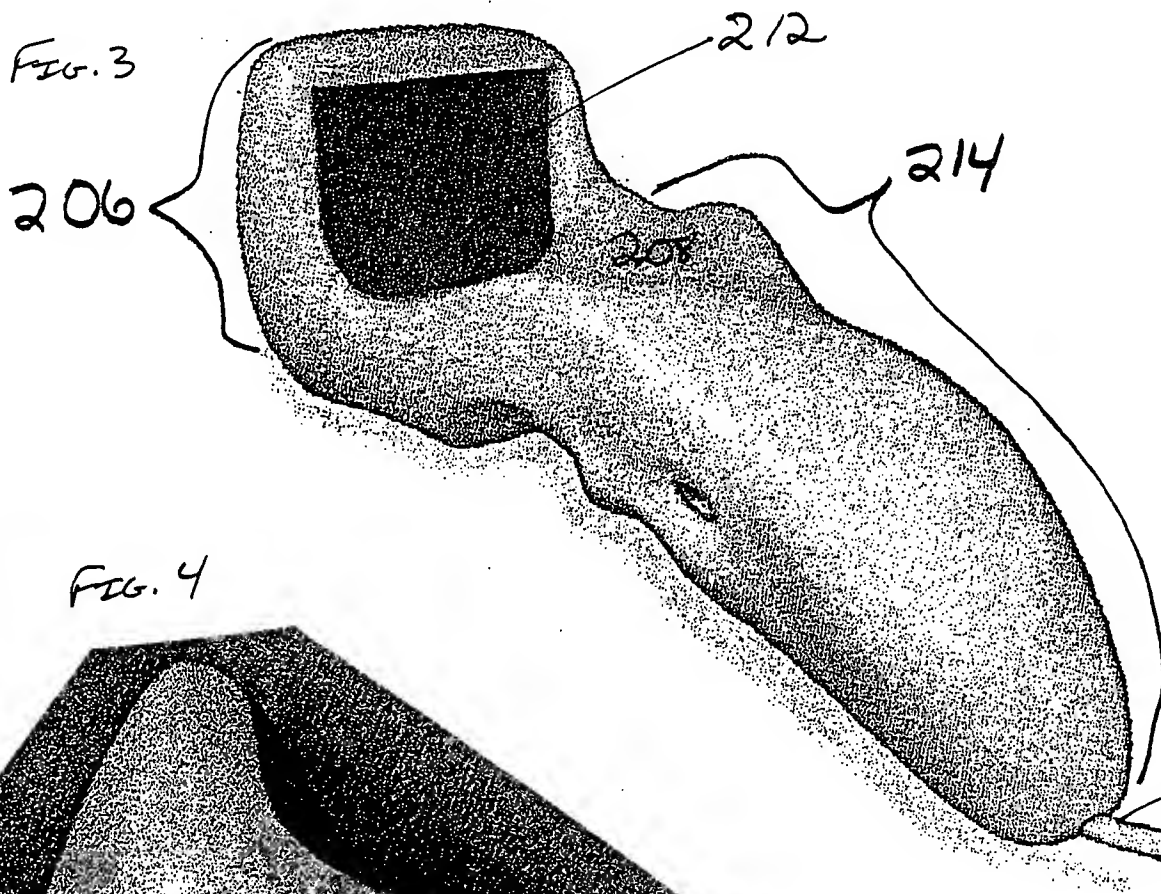


FIG. 2

200

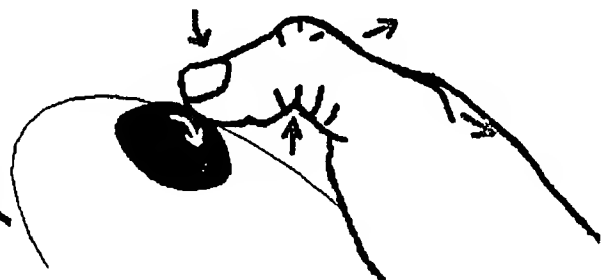
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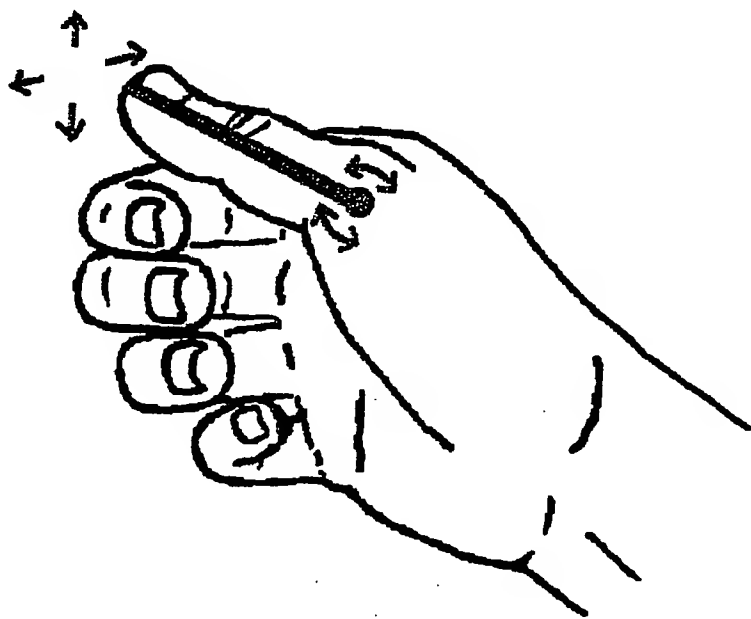
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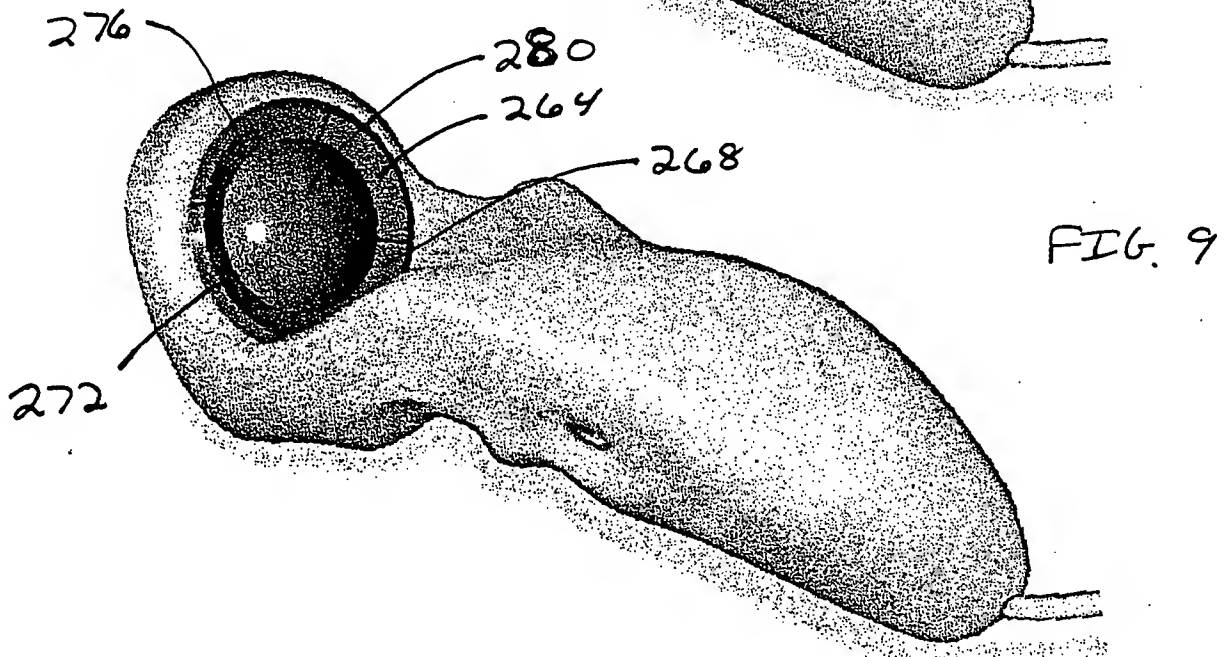
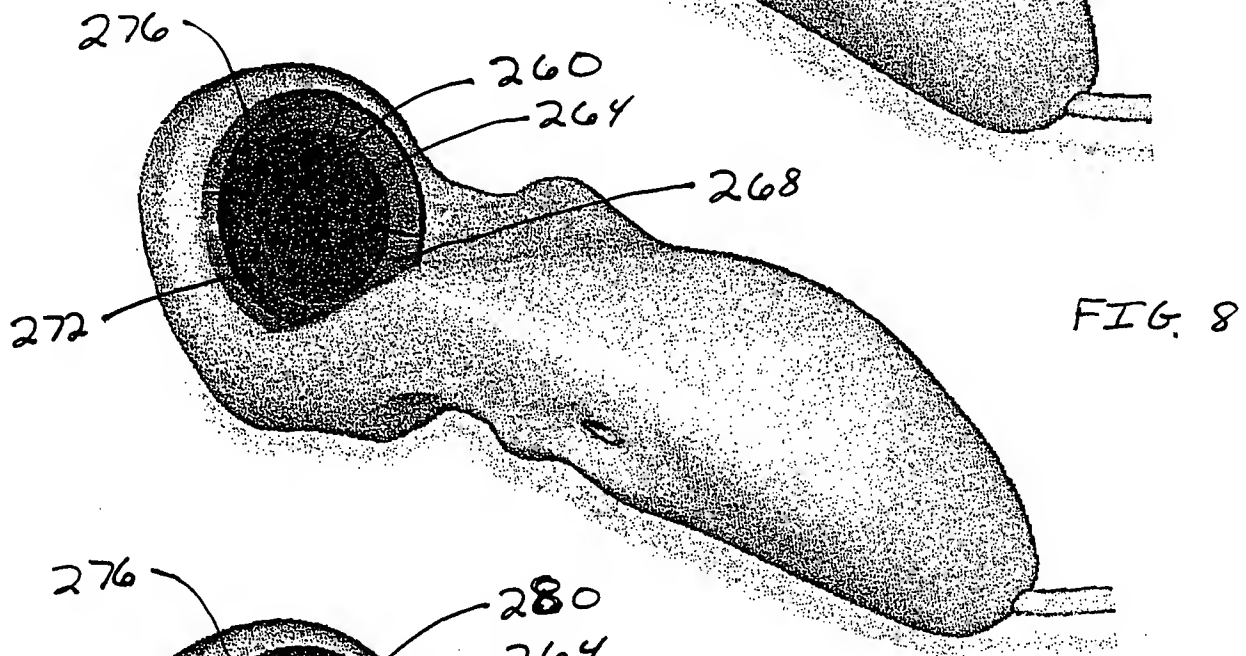
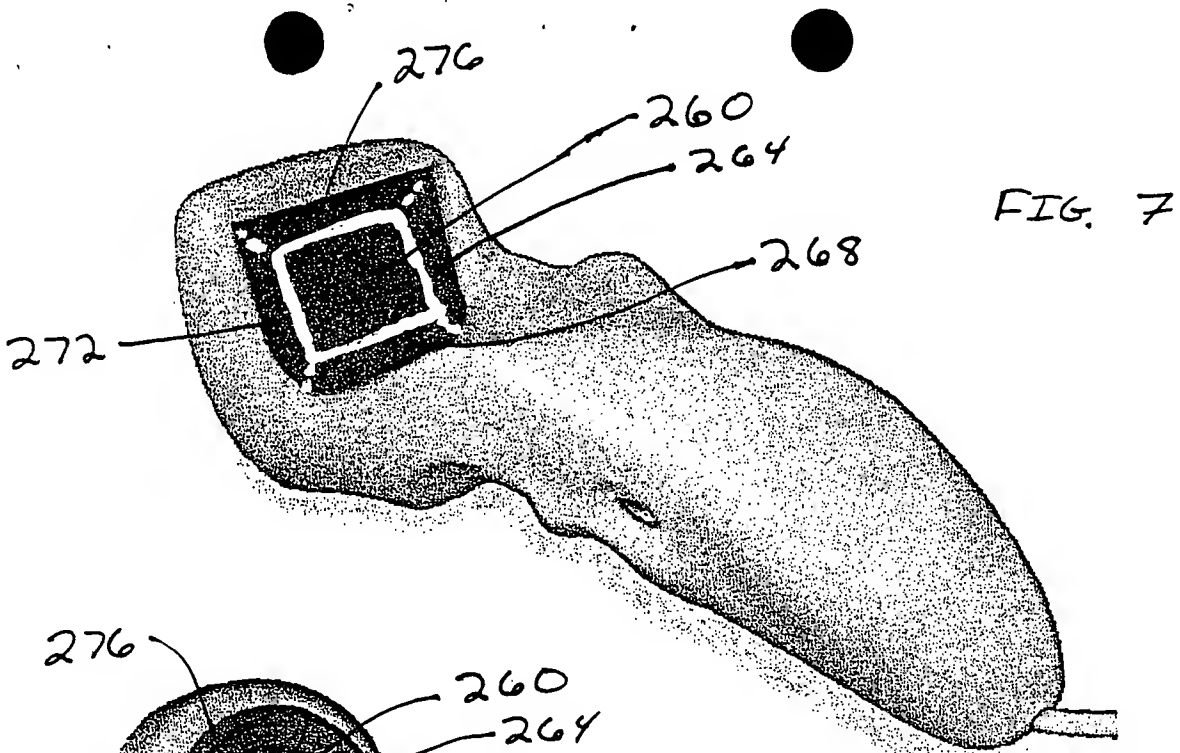
5b



6

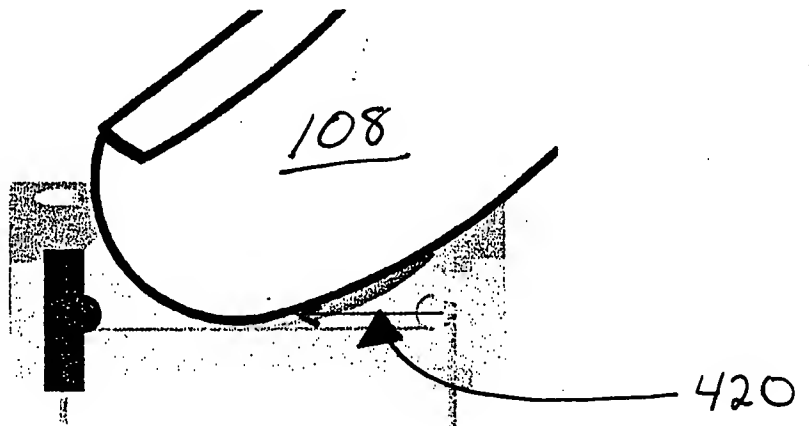
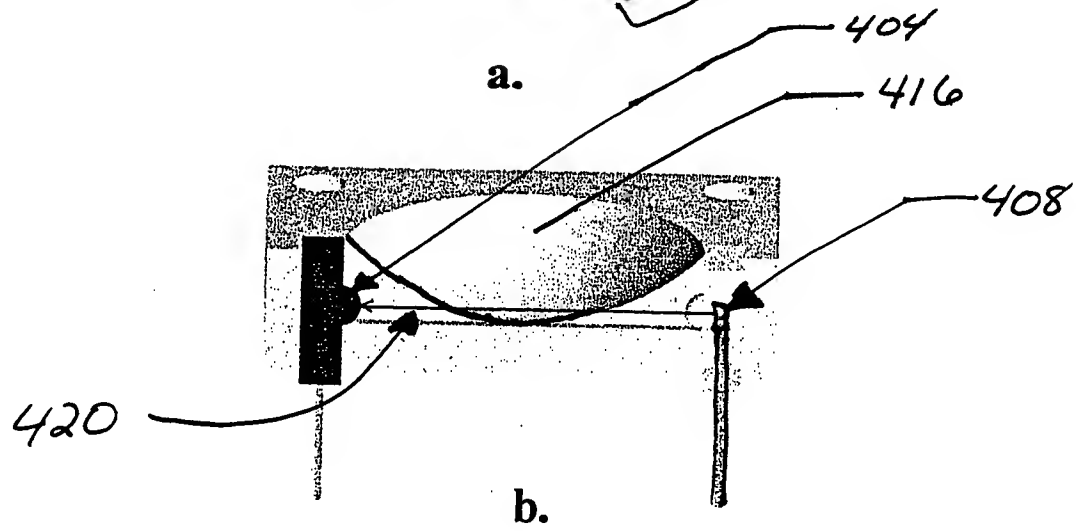
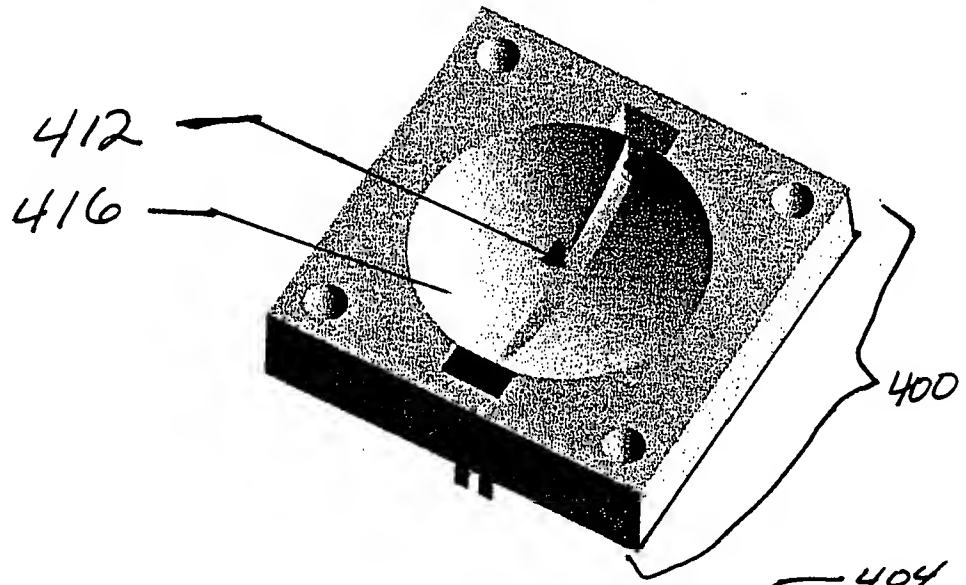


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FIG. 10



c.

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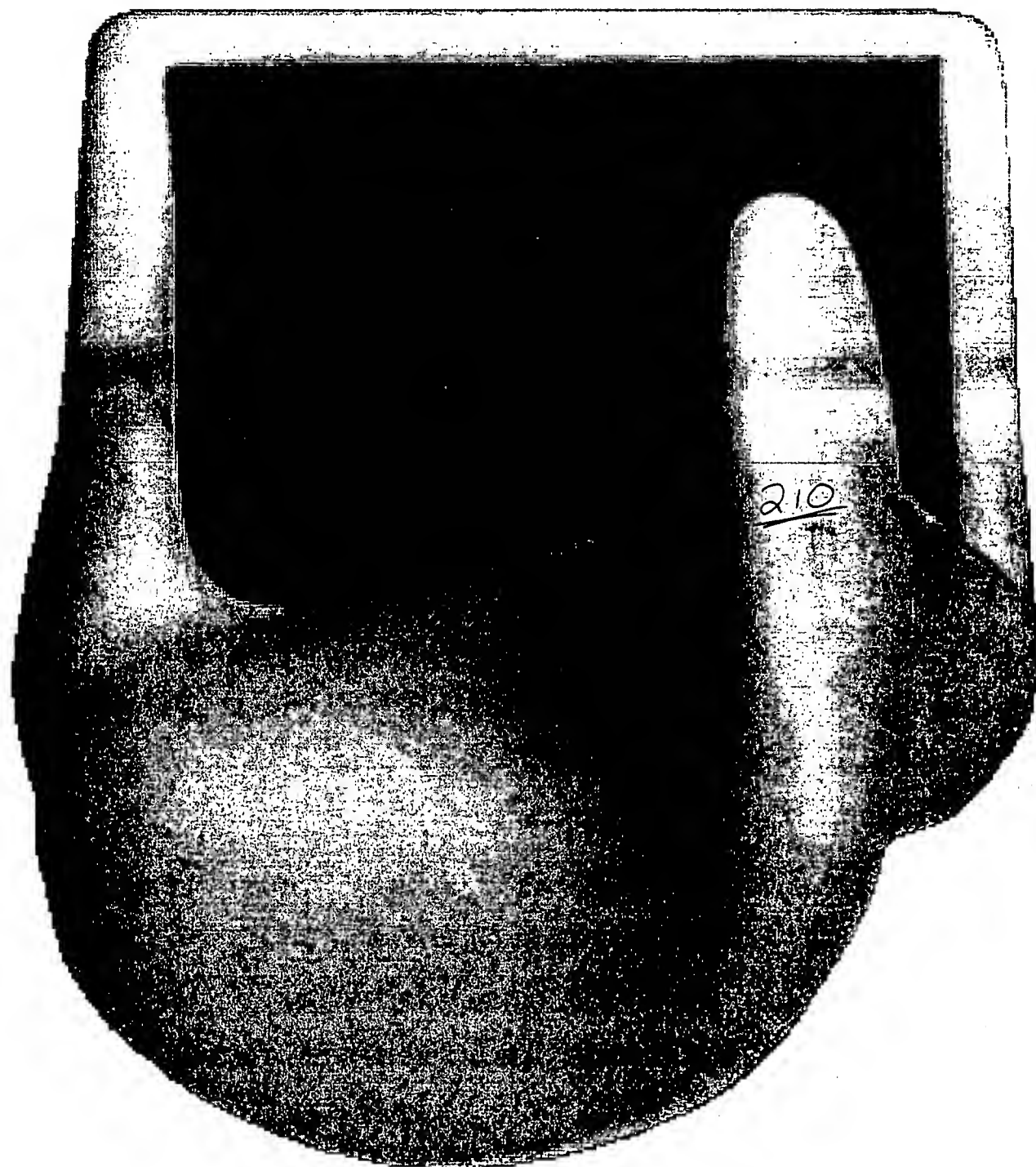


FIG 11



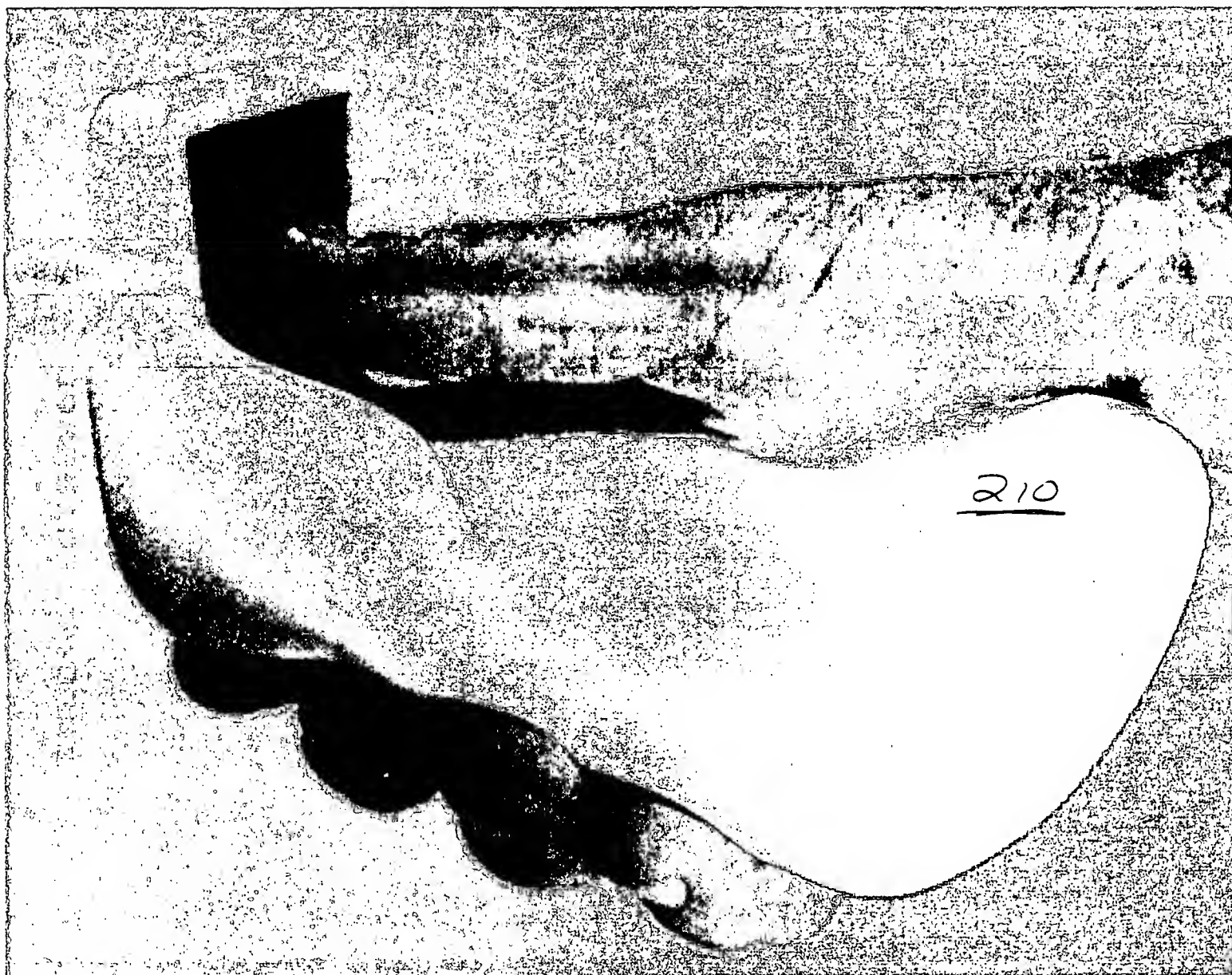


FIG 12

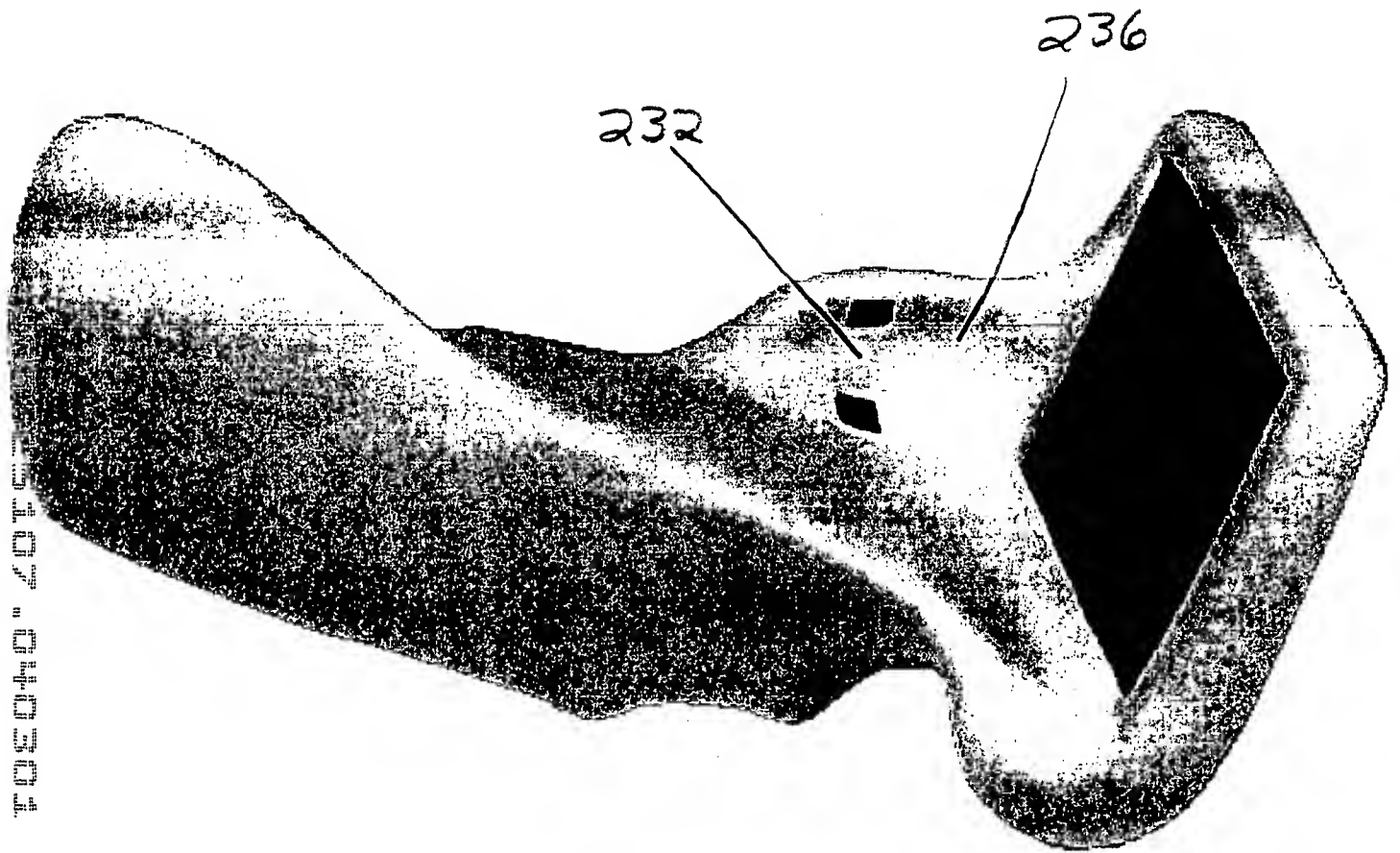
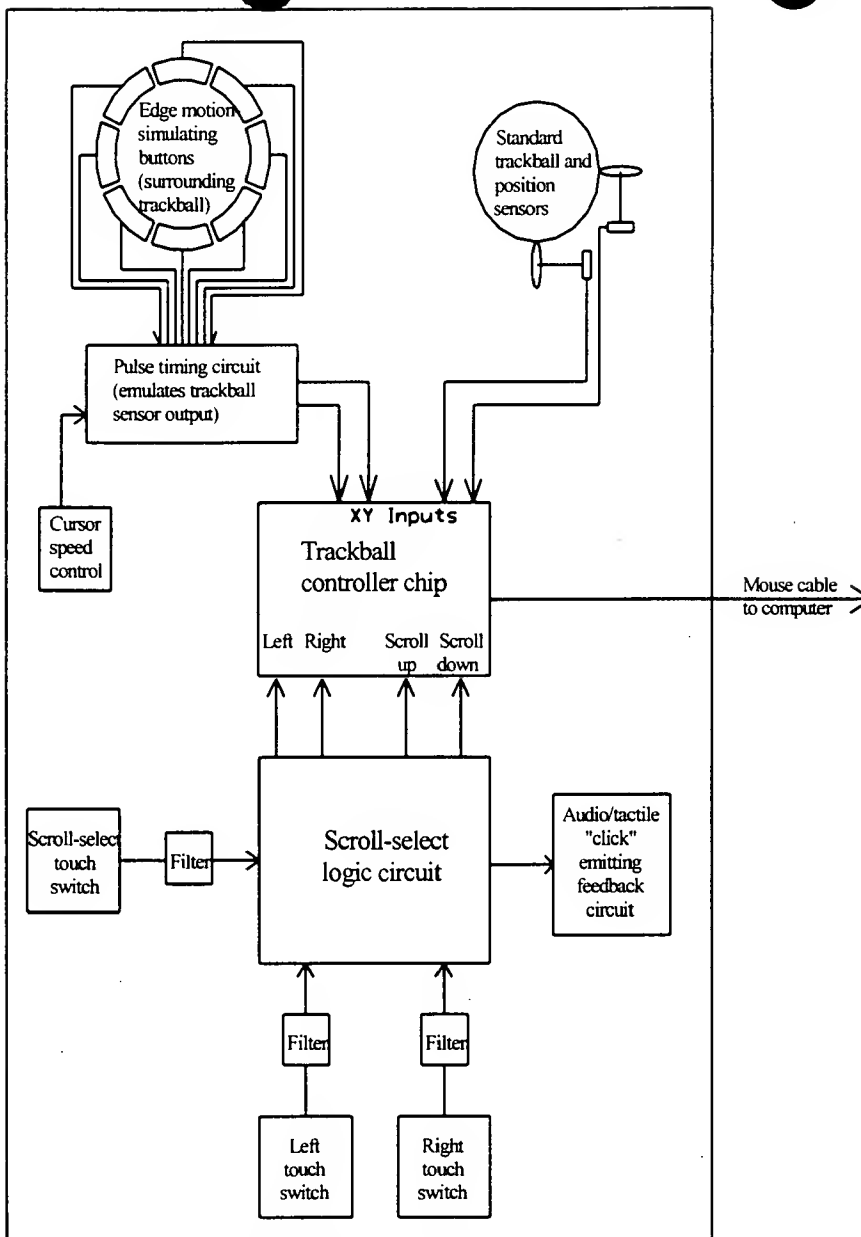


FIG 13



The diagram illustrates the architecture of a scroll-select mouse system. At the top, a dashed box represents the 'Touchpad with edge motion'. This is connected via a 'cable' to a 'Touchpad controller chip'. The controller chip has four output lines labeled 'Left', 'Right', 'Scroll up', and 'Scroll down', which connect to a 'Scroll-select logic circuit'. The logic circuit also receives input from a 'Scroll-select touch switch' through a 'Filter'. The logic circuit has two feedback paths: one to an 'Audio/tactile "click" emitting feedback circuit' and another to two 'Filter' blocks, which then connect to 'Left touch switch' and 'Right touch switch' respectively. Finally, the 'Touchpad controller chip' is connected to a 'Mouse cable to computer'.

FIG 14



TRACK BALL-BASED POINTING DEVICE  
INTERNAL CIRCUITRY BLOCK DIAGRAM

FIG 15

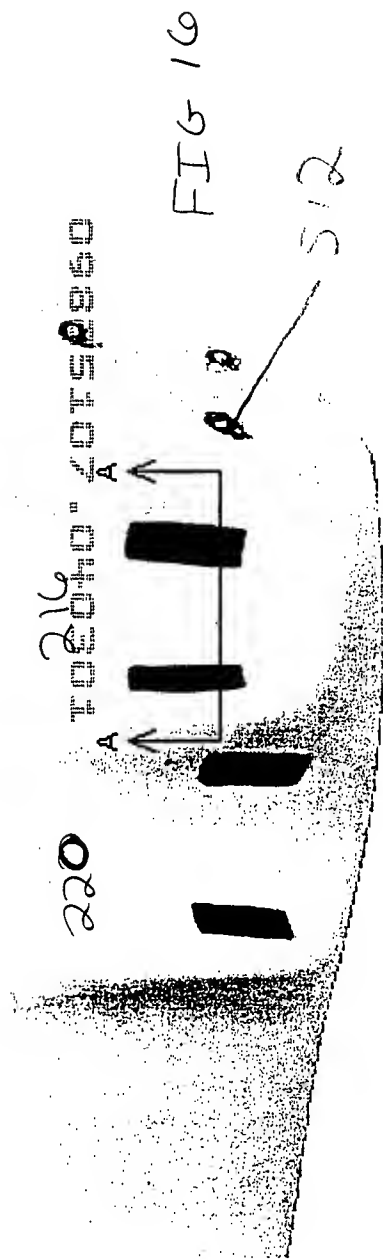


FIG 17

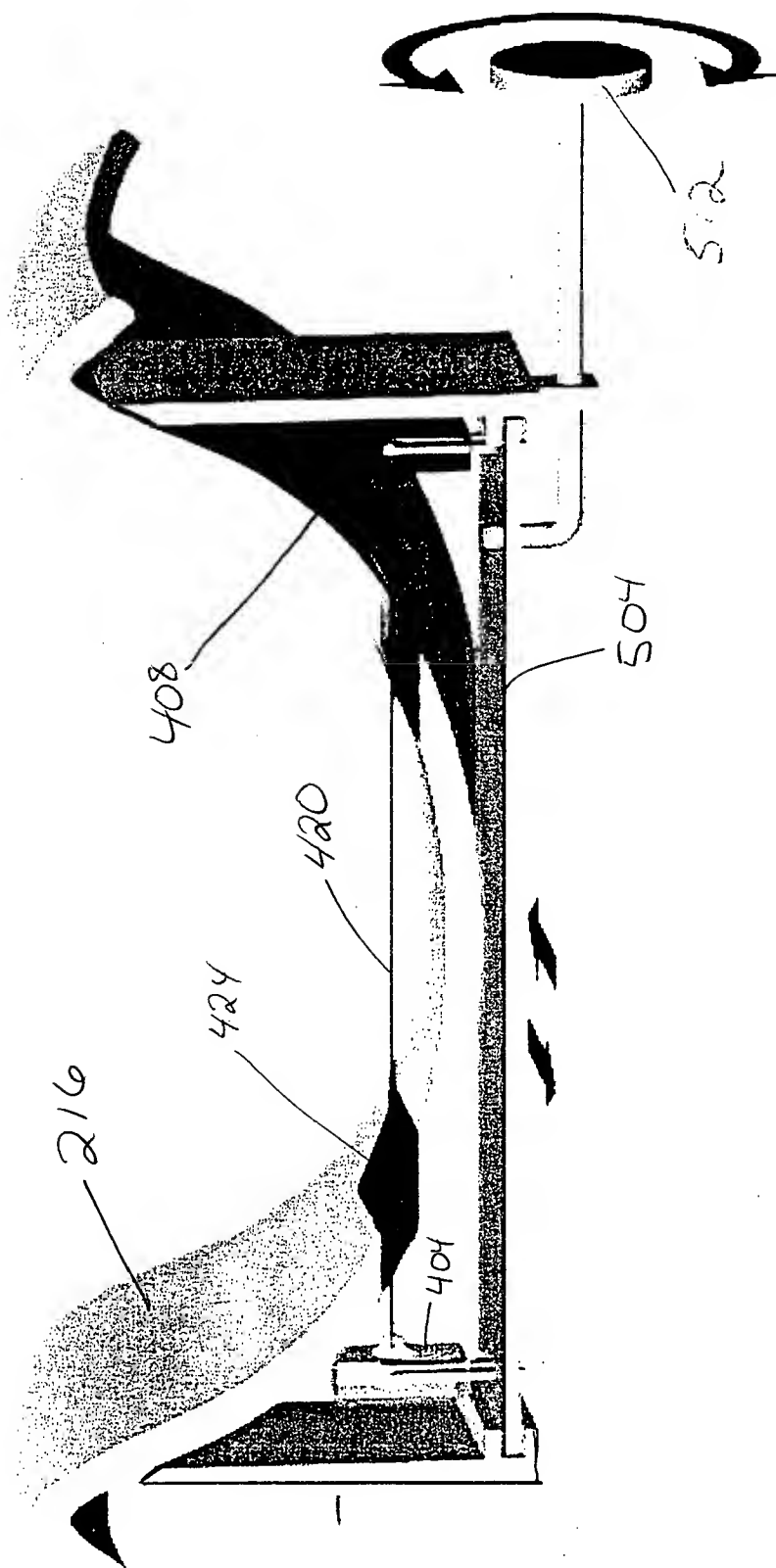
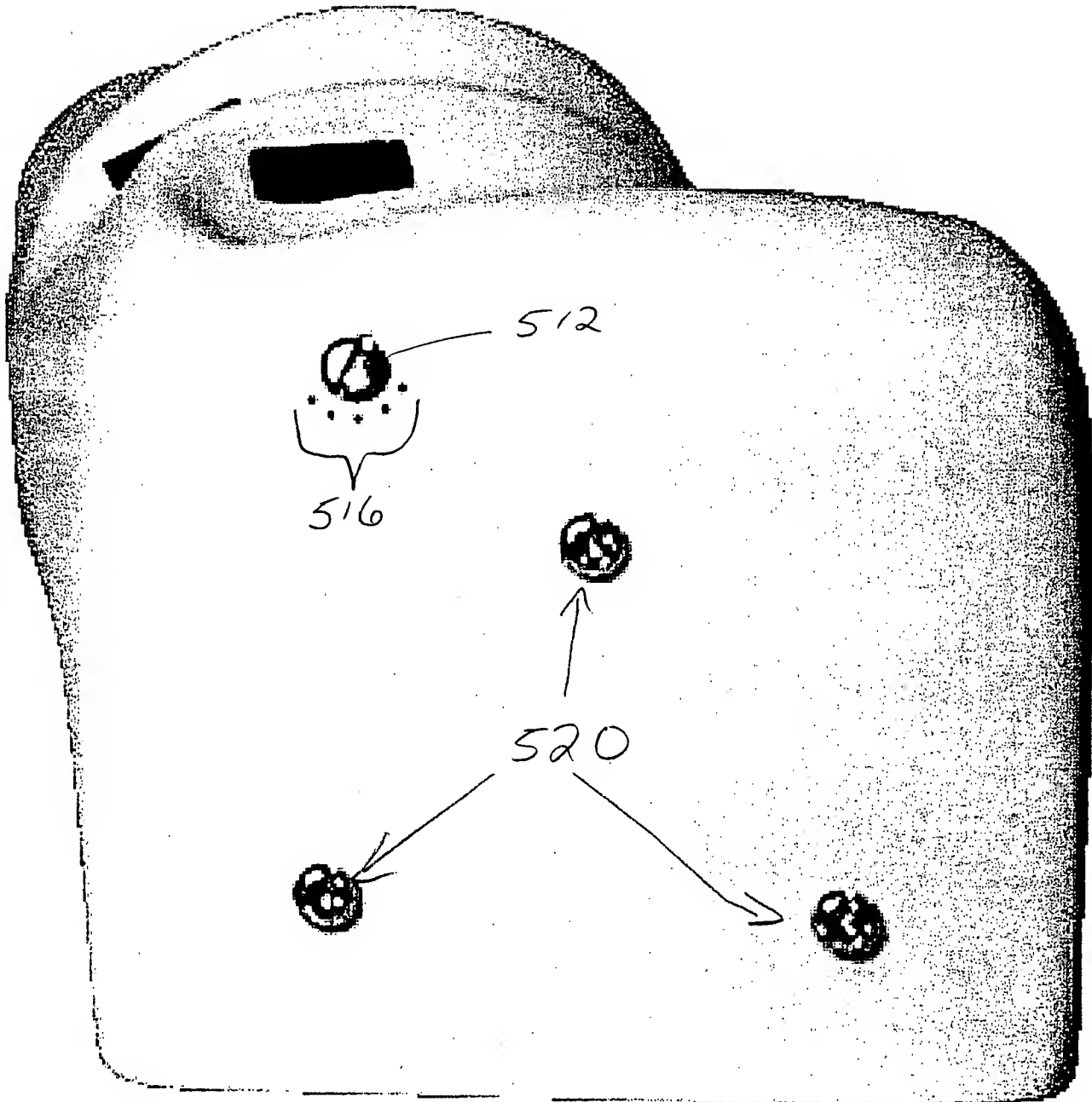


FIG 18



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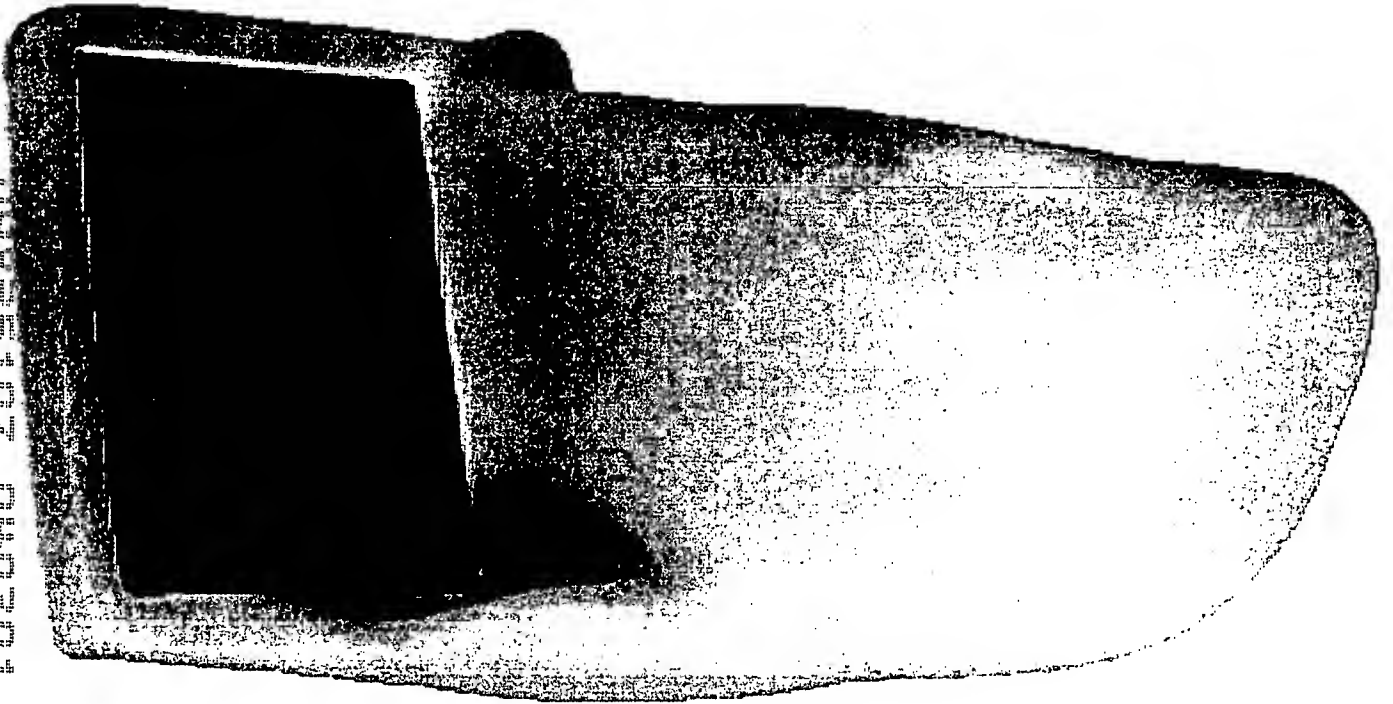
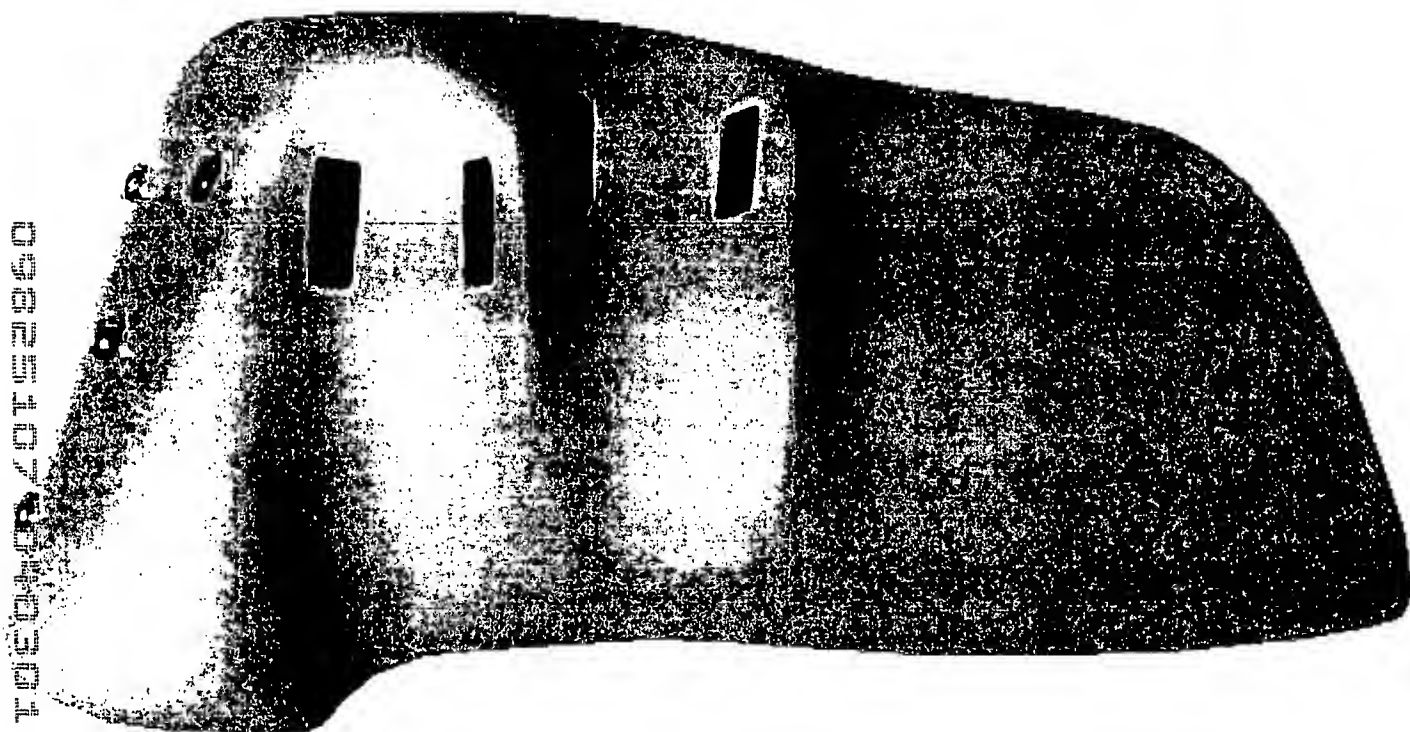


FIG. 19

FIG. 20

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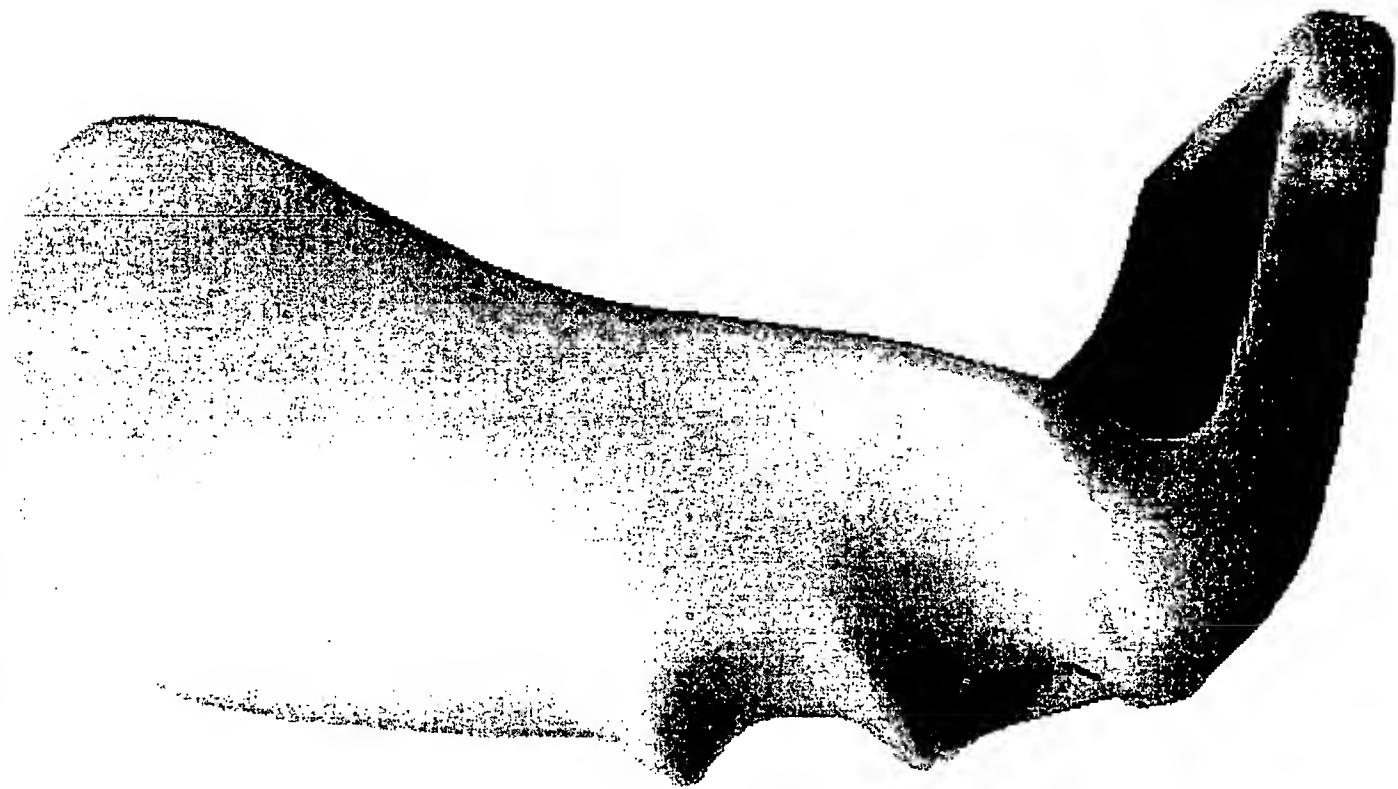
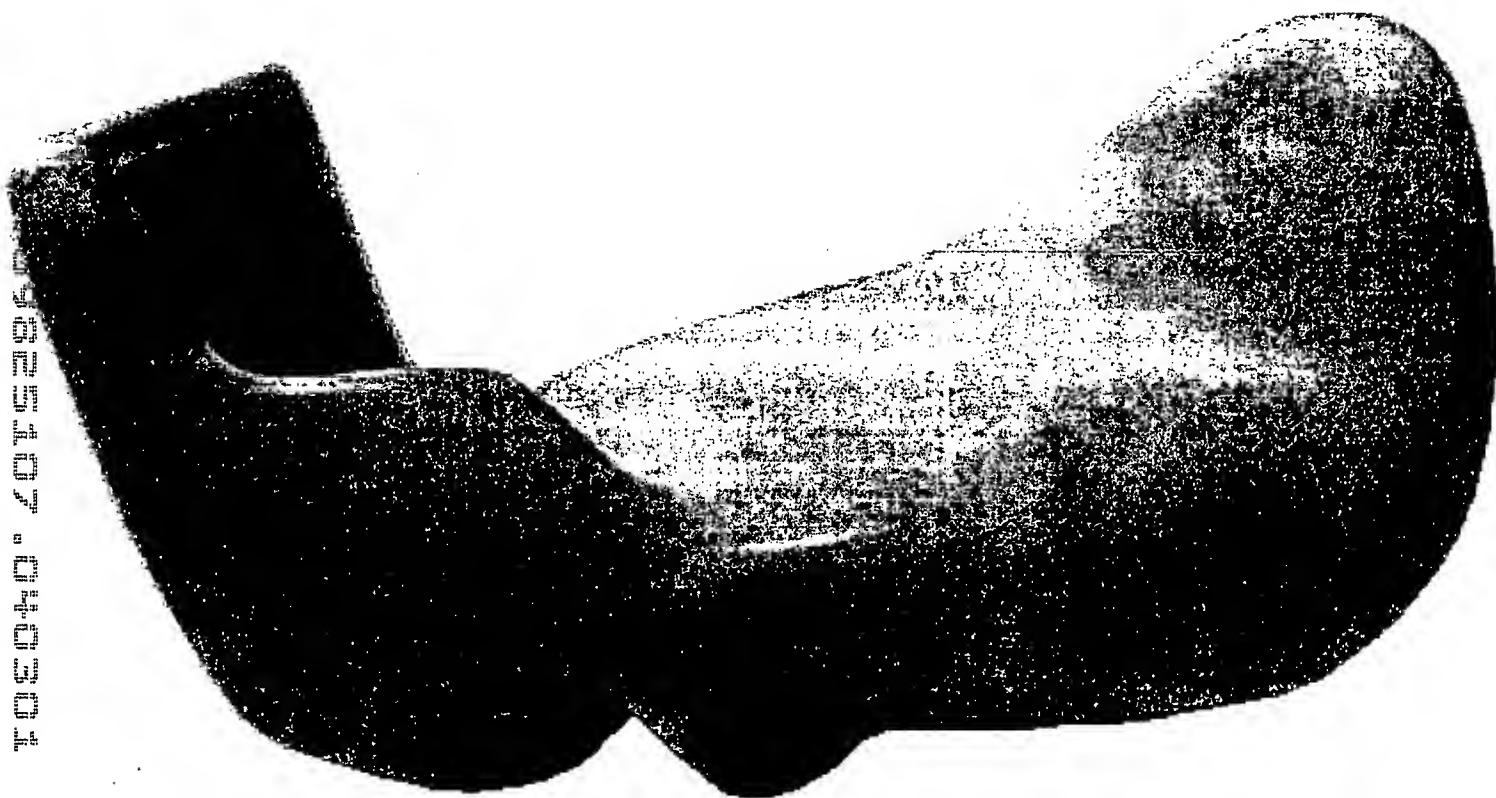


FIG. 21



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FIG. 22